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Title: Agenda

Author: Feenark  
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I don't particularly care for this relocation. I know we are to be working on top secret things, and the ratmen above us are the best cover... but I still don't like being isolated from civilization. My men here can't even sneak off in the middle of the night for a decent drink. The closest bar but most unfavorable one is the Brigand Camp. We can't even stomach going there anymore -they think they are so good with their flimsy iron weapons practicing all day how to cut someone up more ways than imaginable. I think every time we go there, they wish they had a healer near them.

Anyhow, now that we are here we are working on a few projects, and in hopes to raise enough funds to get out of this rat dump.

First on the agenda is magic hat that has the ability to store reagents, but look empty when searched. It's quite tricky to know if our work is going well when we don't know if the reagents are still i there or not.

Second thing we need is a create drink spell. Create food is handy when you're hungry, but

it's a proven fact that the body needs liquids to survive. It's unbelievable that anyone would invent such a spell but not the other.

Third it seems more and more people are getting interested in ways to protect their homes.

Actually, not to protect their homes, but protect what is inside. Our first device is a magic trapped chest that is not affected by lockpicks or axes. It's probably one of our best sellers, however reports are in that more are needed with poison, explosion, and dart traps all in one.

Next is a turnkey device that teleports users away when caught with things they shouldn't be messing with. These are very new and very popular because the owner obviously knows what things in his house are to be off limits.

Things like gold boxes, jewelry, coin piles, and even some containers have been in great demand, but we have been unable to keep up with any sort of production.

Last but not least, the magic doors. These are the most sought after devices in all the land, and the most cumbersome to create. We now make them here, after our old location was discovered by some most unscrupulous warriors, and the place was ransacked and destroyed. I believe so few clients were able to get a fully functioning magical door out of there, one being the most prestigious client of them all, Vincent the Brigand

Master. He has since asked us to build more, but we have had to start over in creation of these devices. He has repeatedly asked for one without a initial password, so that he can totally customize the password himself. He is willing to pay handsomely, but due to the nature of the magic door I am afraid all the gold plundered in the land won't help him.